AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application:

LISTING OF CLAIMS:

1. (Currently amended): A game device comprising:

secondary play candidate data storage means for storing secondary play candidate data containing one or ~~a plurality of~~more game data used in playing a game and a name for the game data;

primary play candidate data name selection means for user selection of one or ~~a plurality of~~more game data names from the secondary play candidate data ~~stored in the secondary play candidate data storage means~~ as one or ~~a plurality of~~more primary play candidate names;

primary play candidate data storage means for storing at least one primary play candidate data file including primary play candidate data name information for displaying said one or ~~a plurality of~~ more selected primary play candidate data names ~~selected by the primary play candidate data name selection means~~ and user-designated priority and non-priority primary play candidate game data corresponding to said primary play candidate data names;

primary play candidate data name display means for displaying said one or ~~a plurality of~~ more selected primary play candidate data names ~~selected by the primary play candidate data name selection means~~ based on primary play candidate data name information;

play target data name selection means for selecting one or ~~a plurality of~~more game data names from the displayed primary play candidate data names ~~displayed by the primary play candidate data name display means~~ as one or ~~a plurality of~~more play target data names;

play target data acquisition means for acquiring game data relating to said one or a

~~plurality of~~ more selected play target data names ~~selected by the play target data name selection~~

~~means~~ as play target data; and

game control means for controlling a game based on game data acquired by the play

target data acquisition means.

2. (Original): The game device of claim 1, wherein primary play candidate data stored in

the primary play candidate data storage means contains a game data name taken as the primary

play candidate data name information and contains game data itself relating to at least part of the

game data name.

3. (Original): The game device of claim 2, further comprising

secondary play candidate data deletion means for deleting game data corresponding to

primary play candidate data stored in the primary play candidate data storage means and the

game data name from the secondary play candidate data storage means.

4. (Currently amended): The game device of claim 2 or claim 3, further comprising

primary play candidate data collective reading means for collectively reading primary

play candidate data stored in the primary play candidate data storage means,

wherein the primary play candidate data name display means displays the game data

name included as primary play candidate data name information ~~in primary play candidate data~~

~~collectively read out by the primary play candidate data collective reading means~~ as the primary

play candidate data name to be displayed based on the primary play candidate data name

information, and

the play target data acquisition means acquires game data from the primary play

candidate data collectively read out ~~by the primary play candidate data collective reading means~~.

5. **Canceled**.

6. (Currently amended): ~~An~~ A computer readable information storage media storing a

program, said program containing instructions for ~~having~~ causing a computer to function as:

secondary play candidate data storage means for storing secondary play candidate data

containing one or ~~a plurality of~~ more game data used in playing a game and a name for the game

data;

primary play candidate data name selection means for user selection of one or ~~a plurality~~

~~of~~ more game data names from the secondary play candidate data ~~stored in the secondary play~~

~~candidate data storage means~~ as one or ~~a plurality of~~ more primary play candidate data names;

primary play candidate data storage means for storing at least one primary play candidate

data file including primary play candidate data name information for displaying said one or ~~a~~

~~plurality of~~ more selected primary play candidate data names ~~selected by the primary play~~

~~candidate data name selection means~~ and user-designated priority and non-priority primary play

candidate game data corresponding to said primary play candidate data names;

primary play candidate data name display means for displaying said one or ~~a plurality~~

~~of~~ more selected primary play candidate data names ~~selected by the primary play candidate data~~

~~name selection means~~ based on primary play candidate data name information;

play target data name selection means for selecting one or a plurality of~~ ~~more game data

names from the displayed primary play candidate data names ~~displayed by the primary play~~

~~candidate data name display means~~ as one or ~~a plurality of~~more play target data names;

play target data acquisition means for acquiring game data relating to said one or ~~a~~

~~plurality of~~ more selected play target data names ~~selected by the play target data name selection~~

~~means~~ as play target data; and

game control means for controlling a game based on game data acquired by the play

target data acquisition means.

7. (Currently amended): A control method for a game device comprising:

a secondary play candidate data storage step of storing secondary play candidate data

containing one ~~or a plurality of~~more game data used in playing a game and a name for the game

data in a non-volatile storage device;

a primary play candidate data name selection step of accepting user selection of one or ~~a~~

~~plurality of~~ more game data names from the secondary play candidate data ~~stored in the non-~~

~~volatile storage device~~ as one or ~~a plurality of~~more primary play candidate names;

a primary play candidate data storage step of storing at least one primary play candidate

data file including primary play candidate data name information for displaying said one or ~~a~~

~~plurality of~~ more selected primary play candidate data names ~~selected in the primary play~~

~~candidate data name selection step~~ and user-designated priority and non-priority primary play

candidate game data corresponding to said primary play candidate data names in the non-volatile

storage device;

a primary play candidate data name display step for displaying said one or ~~a plurality of~~more selected primary play candidate data names ~~selected in the primary play candidate data name selection step~~ based on primary play candidate data name information;

a play target data name selection step for accepting selection of one or ~~a plurality of~~more game data names from the displayed primary play candidate data names ~~displayed in the primary play candidate data name display step~~ as one or ~~a plurality of~~more play target data names;

a play target data acquisition step for acquiring game data relating to said one or ~~a plurality of~~ more selected play target data names ~~selected in the play target data name selection step~~ as play target data; and

a game control step for controlling a game based on game data acquired in the play target data acquisition step.

8. (Currently amended): A game distribution method for distributing a program collectively or divided into parts comprising a program embodied in a computer readable medium, said program ~~having~~ containing instructions for causing a computer to function as:

secondary play candidate data storage means for storing secondary play candidate data containing one or ~~a plurality of~~more game data used in playing a game and a name for the game data;

primary play candidate data name selection means for user selection of one or ~~a plurality of~~more game data names from the secondary play candidate data ~~stored in the secondary play candidate data storage means~~ as one or ~~a plurality of~~more primary play candidate names;

primary play candidate data storage means for storing at least one primary play candidate data file including primary play candidate data name information for displaying said one or ~~a~~

~~plurality of~~ more selected primary play candidate data names ~~selected by the primary play candidate data name selection means~~ and user-designated priority and non-priority primary play candidate game data corresponding to said primary play candidate data names;

primary play candidate data name display means for displaying said one or ~~a plurality of~~ more selected primary play candidate data names ~~selected by the primary play candidate data name selection means~~ based on primary play candidate data name information;

play target data name selection means for selecting one or ~~a plurality of~~more game data names from the displayed primary play candidate data names ~~displayed by the primary play candidate data name display means~~ as one or ~~a plurality of~~more play target data names;

play target data acquisition means for acquiring game data relating to said one or ~~a plurality of~~ more selected play target data names ~~selected by the play target data name selection means~~ as play target data; and

game control means for controlling a game based on game data acquired by the play target data acquisition means.

9. (Currently amended): A game distribution device for distributing a program collectively or divided into parts, said program having a computer to function as:

secondary play candidate data storage means for storing secondary play candidate data containing one or ~~a plurality of~~more game data used in playing a game and a name for the game data;

primary play candidate data name selection means for user selection of one or ~~a plurality of~~more game data names from the secondary play candidate data ~~stored in the secondary play candidate data storage means~~ as one or ~~a plurality of~~more primary play candidate names;

primary play candidate data storage means for storing at least one primary play candidate

data file including primary play candidate data name information for displaying said one or ~~a~~

~~plurality of~~ more selected primary play candidate data names ~~selected by the primary play~~

~~candidate data name selection means~~ and user-designated priority and non-priority primary play

candidate game data corresponding to said primary play candidate data names;

primary play candidate data name display means for displaying said one or ~~a plurality of~~

more selected primary play candidate data names ~~selected by the primary play candidate data~~

~~name selection means~~ based on primary play candidate data name information;

play target data name selection means for selecting one or ~~a plurality of~~ more game data

names from the displayed primary play candidate data names ~~displayed by the primary play~~

~~candidate data name display means~~ as one or ~~a plurality of~~ more play target data names;

play target data acquisition means for acquiring game data relating to said one or ~~a~~

~~plurality of~~ more selected play target data names ~~selected by the play target data name selection~~

~~means~~ as play target data; and

game control means for controlling a game based on game data acquired by the play

target data acquisition means.

10. (Currently amended): A game device comprising:

memory for storing at least one primary play candidate data file and secondary play

candidate data;

a microprocessor for selecting, based on user input, one or ~~a plurality of~~ more game data

names from secondary play candidate data stored in memory as one or ~~a plurality of~~ more

primary play candidate data names, selecting one or ~~a plurality of~~ more game data names from

primary play candidate data names as one or ~~a plurality of~~more play target data names, and

acquiring user-designated priority and non-priority primary play candidate game data

corresponding to said primary play candidate data names as game data relating to said one or ~~a~~

~~plurality of~~ more selected play target data names as play target data;

a video display for displaying said one or ~~a plurality of~~more selected primary play

candidate data names; and

a game controller for controlling a game based on the acquired play target data.

11. (Currently amended): The game device according to claim 10, wherein the at least

one primary play candidate data file comprises primary play candidate data name information for

displaying said one or ~~a plurality of~~more primary play candidate data names selected by the

microprocessor and user-designated priority and non-priority primary play candidate game data

corresponding to said primary play candidate data names.

12. (Currently amended): The game device according to claim 10, wherein the

secondary play candidate data comprises one or ~~a plurality of~~more game data used in playing a

game and a name for the game data.

13. (Previously presented): A game system comprising:

a microprocessor which controls the game system based on game programs and user

selected play target data;

a media player which reads the game programs from readable media in accordance with

instructions from the microprocessor;

main memory which stores the game programs read from the media player;

secondary memory which stores user-designated priority and non-priority primary play

candidate game data comprising primary play candidate data names and secondary play

candidate data comprising secondary play candidate data names; and

a game controller which provides a user interface for selecting a play target data name

from the prioritized primary play candidate data names,

wherein play target data related to the play target data name is acquired and the game

program is controlled based on the acquired play target data.

14. (Previously presented): The game system according to claim 13 further comprising a

graphics processing unit which draws a game screen image based on receive data from the

microprocessor.

15. (Previously presented): The game system according to claim 14 further comprising a

video display unit which displays the game screen images created by the graphics processing

unit.